

CLAIMS

The invention is claimed as follows:

1. A gaming terminal comprising:
 - a primary wagering game operable upon a wager by a player;
 - 5 a plurality of player selectable symbols in said primary wagering game;
 - a display device; and
 - a processor in communication with said display device and operable to:
 - enable the player to initiate the primary wagering game, enable the player to
 - select one or more of said player selectable symbols, receive a game outcome
 - 10 seed from a central controller, determine a game outcome based on said
 - received game outcome seed, generate one or more game symbols based on
 - said received game outcome seed, modify at least one of said generated
 - game symbols, present to the player each modified symbol and at least one
 - remaining unmodified generated symbol and provide the player the determined
 - 15 game outcome in the primary wagering game.
2. The gaming terminal of Claim 1, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.
- 20 3. The gaming terminal of Claim 1, wherein said player selectable symbols are numbers in a keno game.

4. A central determination gaming system comprising:
a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;
- 5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and
- 10 at least one gaming terminal including a display device and a processor in communication with said display device operable to: enable a player to initiate a primary wagering game, receive said selected game outcome from said central controller, determine a game outcome based on said selected game outcome seed, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game, generate
- 15 one or more game symbols based on said selected game outcome seed, modify at least one of said generated game symbols, present to the player each modified game symbol and each remaining unmodified game symbol and provide the player the determined game outcome in the primary wagering game.
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5. The central determination gaming system of Claim 4, wherein said game outcome seed set includes a plurality of each game outcome seed.
6. The central determination gaming system of Claim 4, which
- 25 includes a plurality of game outcome seed sets.
7. The central determination gaming system of Claim 4, wherein said symbols are numbers in a keno game.

8. A central determination gaming system comprising:
a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and
5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to:
10 enable a player to initiate a primary wagering game, determine a game outcome based on the selected game outcome seed, enable the player to pick one or more selectable symbols from a plurality of selectable symbols in said primary wagering game, generate one or more game symbols based on said selected game outcome seed, modify at least one of said generated game
15 symbols, present to the player each modified symbol and at least one remaining unmodified generated game symbol and provide the player the determined game outcome in the primary wagering game.

9. The central determination gaming system of Claim 8, wherein
20 said game outcome seed set includes a plurality of each game outcome seed.

10. The central determination gaming system of Claim 8, which includes a plurality of game outcome seed sets.

25 11. The central determination gaming system of Claim 8, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

12. The central determination gaming system of Claim 8, wherein
30 said symbols are numbers in a keno game.

13. A gaming terminal comprising:
a primary wagering game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering game;
- 5 a plurality of player selectable symbols;
a display device; and
a processor in communication with said display device and operable to:
enable the player to initiate the primary wagering game, enable the player to
select one or more of said player selectable symbols, bidirectionally map each
10 player selected symbol with one of said predefined symbols, receive a game
outcome seed from a central controller, generate one or more game symbols
based on said received game outcome seed, modify based on said
bidirectional map each generated game symbol that is one of the player's
selected symbols or one of the bidirectionally mapped predefined symbols,
15 present each modified symbol and each remaining unmodified generated
symbol to the player and provide the player a game outcome in the primary
wagering game, wherein said provided game outcome is based the number of
matches between the player's picked symbols and the gaming terminal
presented symbols.
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14. The gaming terminal of Claim 13, wherein said processor is
operable to receive a plurality of game outcome seeds from said central
controller.
- 25 15. The gaming terminal of Claim 13, wherein said player selectable
symbols are numbers in a keno game.

16. A central determination gaming system comprising:
a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;
5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and
at least one gaming terminal including a display device and a
10 processor in communication with said display device operable to: enable a player to initiate a primary wagering game, receive said selected game outcome from said central controller, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game, bidirectionally map the each one of the player's picked symbols with a different
15 one of said predefined symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol that is one of the player's picked symbols or one of said predefined symbols wherein said modification is based on said bidirectional map, indicate each modified symbol and each remaining unmodified generated game symbol to
20 the player and provide the player a game outcome in the primary wagering game wherein said provided game outcome is based the number of matches between the player's picked symbols and the indicated symbols.

17. The central determination gaming system of Claim 16, wherein
25 said game outcome seed set includes a plurality of each game outcome seed.

18. The central determination gaming system of Claim 16, which includes a plurality of game outcome seed sets.

19. The central determination gaming system of Claim 16, wherein
30 said symbols are numbers in a keno game.

20. A central determination gaming system comprising:
a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and
5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to:
10 enable a player to initiate a primary wagering game wherein said primary wagering game is associated with a plurality of predefined symbols, enable the player to pick one or more selectable symbols from a plurality of selectable symbols in said primary wagering game, bidirectionally map each of the player's picked symbols with a different one of said associated predefined
15 symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol that is one of the player's picked symbols or one of the associated predefined symbols wherein said modification is based on said bidirectional map, to indicate each modified symbol and each remaining unmodified generated game symbol to the player
20 and provide the player a game outcome in the primary wagering game wherein said provided game outcome is based the number of matches between the player's picked symbols and the indicated symbols.

21. The central determination gaming system of Claim 20, wherein
25 said game outcome seed set includes a plurality of each game outcome seed.

22. The central determination gaming system of Claim 20, which includes a plurality of game outcome seed sets.

30 23. The central determination gaming system of Claim 20, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

24. The central determination gaming system of Claim 20, wherein said selectable symbols are numbers in a keno game.

25. A gaming terminal comprising:

5 a primary wagering keno game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering keno game;

a plurality of player selectable symbols;
a display device; and

10 a processor in communication with said display device and operable to:
enable the player to initiate the primary wagering keno game, receive a game outcome seed from a central controller, determine a game outcome in said primary wagering keno game based on said game outcome seed, enable the player to select a set of symbols in said primary wagering keno game,

15 generate a set of symbols based on said received game outcome seed, modify said generated set of symbols, indicate said set of modified symbols to the player and provide the player the determined game outcome in said primary wagering keno game.

20 26. The gaming terminal of Claim 25, wherein said processor is operable to receive a plurality of game outcome seeds from said central controller.

27. A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a

10 processor in communication with said display device operable to: enable a player to initiate a keno game, receive said selected game outcome seed from said central controller, determine a game outcome in said keno game based on said game outcome seed, enable the player to select a set of selections in said keno game, generate a set of selections based on said received game

15 outcome seed, modify said generated set of selections, indicate said set of modified selections to the player and provide the player the determined game outcome in the keno game.

28. The central determination gaming system of Claim 27, wherein

20 said game outcome seed set includes a plurality of each game outcome seed.

29. The central determination gaming system of Claim 27, which includes a plurality of game outcome seed sets.

30. A gaming terminal comprising:
a primary wagering game operable upon a wager by a player;
a plurality of predefined symbols associated with said primary wagering
game;
5 a plurality of player selectable symbols;
a display device; and
a processor in communication with said display device and operable to:
enable the player to initiate the primary wagering game, enable the player to
select a plurality of said player selectable symbols, bidirectionally map each
10 player selected symbol and each player non-selected symbol with a different
one of said predefined symbols, receive a game outcome seed from a central
controller, determine a game outcome based on said received game outcome
seed, generate a plurality of game symbols based on said received game
outcome seed, modify each generated game symbol based on said
15 bidirectional map, present to the player each modified symbol and provide the
determined game outcome to the player in the primary wagering game.

31. The gaming terminal of Claim 30, wherein said processor is
operable to receive a plurality of game outcome seeds from said central
20 controller.

32. The gaming terminal of Claim 30, wherein said player selectable
symbols are numbers in a keno game.

33. A central determination gaming system comprising:

a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;

5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and

at least one gaming terminal including a display device and a

10 processor in communication with said display device operable to: enable a player to initiate a primary wagering game, receive said selected game outcome from said central controller, determine a game outcome based on said selected game outcome seed, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game,

15 bidirectionally map each one of the player's picked symbols and each one of the player's non-picked symbols with a different one of said predefined symbols, generate one or more game symbols based on said selected game outcome seed, modify each generated game symbol based on said bidirectional map, present to the player each modified symbol and provide the

20 determined game outcome to the player in the primary wagering game.

34. The central determination gaming system of Claim 33, wherein said game outcome seed set includes a plurality of each game outcome seed.

25 35. The central determination gaming system of Claim 33, which includes a plurality of game outcome seed sets.

36. The central determination gaming system of Claim 33, wherein said symbols are numbers in a keno game.

37. A central determination gaming system comprising:
a game outcome seed set, wherein said set includes a plurality of game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes; and
5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to communicate said selected game outcome seed to at least one gaming terminal, wherein said gaming terminal includes a processor operable to:
10 enable a player to initiate a primary wagering game wherein said primary wagering game is associated with a plurality of predefined symbols, determine a game outcome based on the selected game outcome seed, enable the player to pick a plurality of selectable symbols from a plurality of selectable symbols in said primary wagering game, bidirectionally map each of the
15 player's picked symbols and each of the player's non-picked symbols with a different one of said associated predefined symbols, generate a plurality of game symbols based on said selected game outcome seed, modify each generated game symbol based on said bidirectional maps, present to the player each modified symbol and provide the determined game outcome to the
20 player in the primary wagering game.

38. The central determination gaming system of Claim 37, wherein said game outcome seed set includes a plurality of each game outcome seed.

25 39. The central determination gaming system of Claim 37, which includes a plurality of game outcome seed sets.

40. The central determination gaming system of Claim 37, wherein each set of predefined symbols includes a plurality of predefined symbols.
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41. The central determination gaming system of Claim 37, wherein said central controller is operable to select a plurality of game outcome seeds from said game outcome seed set for a plurality of gaming terminals.

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42. A gaming terminal comprising:

a primary wagering keno game operable upon a wager by a player;

a plurality of symbols;

a display device; and

10 a processor in communication with said display device and operable to:
enable the player to initiate the primary wagering game, enable the player to
select one or more of said symbols, receive a game outcome seed from a
central controller, determine a game outcome based on said received game
outcome seed, mark one or more of said player selected symbols based on
15 said determined game outcome, mark one or more of said remaining non-
selected symbols based on said determined game outcome, present said
marked symbols to the player and provide the player the determined game
outcome in the primary wagering game.

20 43. The gaming terminal of Claim 42, wherein said processor is
operable to receive a plurality of game outcome seeds from said central
controller.

25 44. The gaming terminal of Claim 30, wherein said symbols are
numbers in a keno game.

45. A central determination gaming system comprising:
a game outcome seed set, wherein said game outcome set includes a plurality of predetermined game outcome seeds and at least two of said game outcome seeds are deterministic of different game outcomes;
5 a central controller operable to select one of said game outcome seeds from said game outcome seed set, to prevent said selected game outcome seed from further selection from said game outcome seed set and to output said selected game outcome seed; and
at least one gaming terminal including a display device and a
10 processor in communication with said display device operable to: enable a player to initiate a primary wagering game, receive said selected game outcome from said central controller, determine a game outcome based on said selected game outcome seed, enable the player to pick one or more symbols from a plurality of symbols in said primary wagering game, mark one
15 or more of said player picked symbols based on said determined game outcome, mark one or more of said remaining non-selected symbols based on said determined game outcome, present to the player each marked symbol and provide the determined game outcome to the player in the primary wagering game.
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46. The central determination gaming system of Claim 45, wherein said game outcome seed set includes a plurality of each game outcome seed.

47. The central determination gaming system of Claim 45, which
25 includes a plurality of game outcome seed sets.

48. The central determination gaming system of Claim 45, wherein said symbols are numbers in a keno game.

49. A method of operating a gaming terminal comprising the steps of:
- (a) enabling a player to initiate a primary wagering game;
 - (b) enabling the player to pick one or more symbols in said primary wagering game;
 - 5 (c) receiving a game outcome seed from a central controller;
 - (d) determining a game outcome based on said received game outcome seed;
 - (e) generating one or more game symbols based on the received game outcome seed;
 - 10 (f) modifying at least one of said generated game symbols;
 - (g) presenting each modified game symbol and at least one remaining unmodified generated game symbol, if any, to the player; and
 - (h) providing the player the determined game outcome.

50. A method of operating a gaming terminal comprising the steps of:
- (a) enabling a player to initiate a primary wagering game;
 - (b) enabling the player to pick one or more symbols in said primary wagering game;
 - 5 (c) bidirectionally mapping each player picked symbol with a different predefined symbol;
 - (d) receiving a game outcome seed from a central controller;
 - (e) determining a game outcome based on said received game outcome seed;
 - 10 (f) generating one or more game symbols based on the received game outcome seed;
 - (g) modifying each game symbol that is one of the player picked symbols, wherein said modification is based on said bidirectional map;
 - (h) modifying each game symbol that is one of the predefined symbols, wherein said modification is based on said bidirectional map;
 - 15 (i) indicated each modified game symbol and each remaining non-modified game symbol to the player; and
 - (j) providing the player the determined game outcome.

51. A method of operating a gaming terminal comprising the steps of:
- (a) enabling a player to initiate a primary wagering game;
 - (b) enabling the player to pick one or more symbols in said primary wagering game;
 - 5 (c) bidirectionally mapping each player picked symbol and each non-picked symbol with a different predefined symbol;
 - (d) receiving a game outcome seed from a central controller;
 - (e) generating one or more game symbols based on the received game outcome seed;
 - 10 (f) modifying each game symbol based on said bidirectional map;
 - (g) indicated each modified game symbol to the player; and
 - (h) providing the player a game outcome based on said received game outcome seed.

52. A method of operating a gaming terminal comprising the steps of:
- (a) enabling a player to initiate a primary wagering game, wherein said primary wagering game includes a plurality of symbols;
 - (b) enabling the player to select one or more of said symbols in
5 said primary wagering game;
 - (c) receiving a game outcome seed from a central controller;
 - (d) determining a game outcome based on said received game outcome seed;
 - (e) marking one or more of said player selected symbols based
10 on said determined game outcome;
 - (f) marking one or more of said remaining non-selected symbols based on said determined game outcome;
 - (g) presenting said marked symbols to the player; and
 - (h) providing the determined game outcome to the player.

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